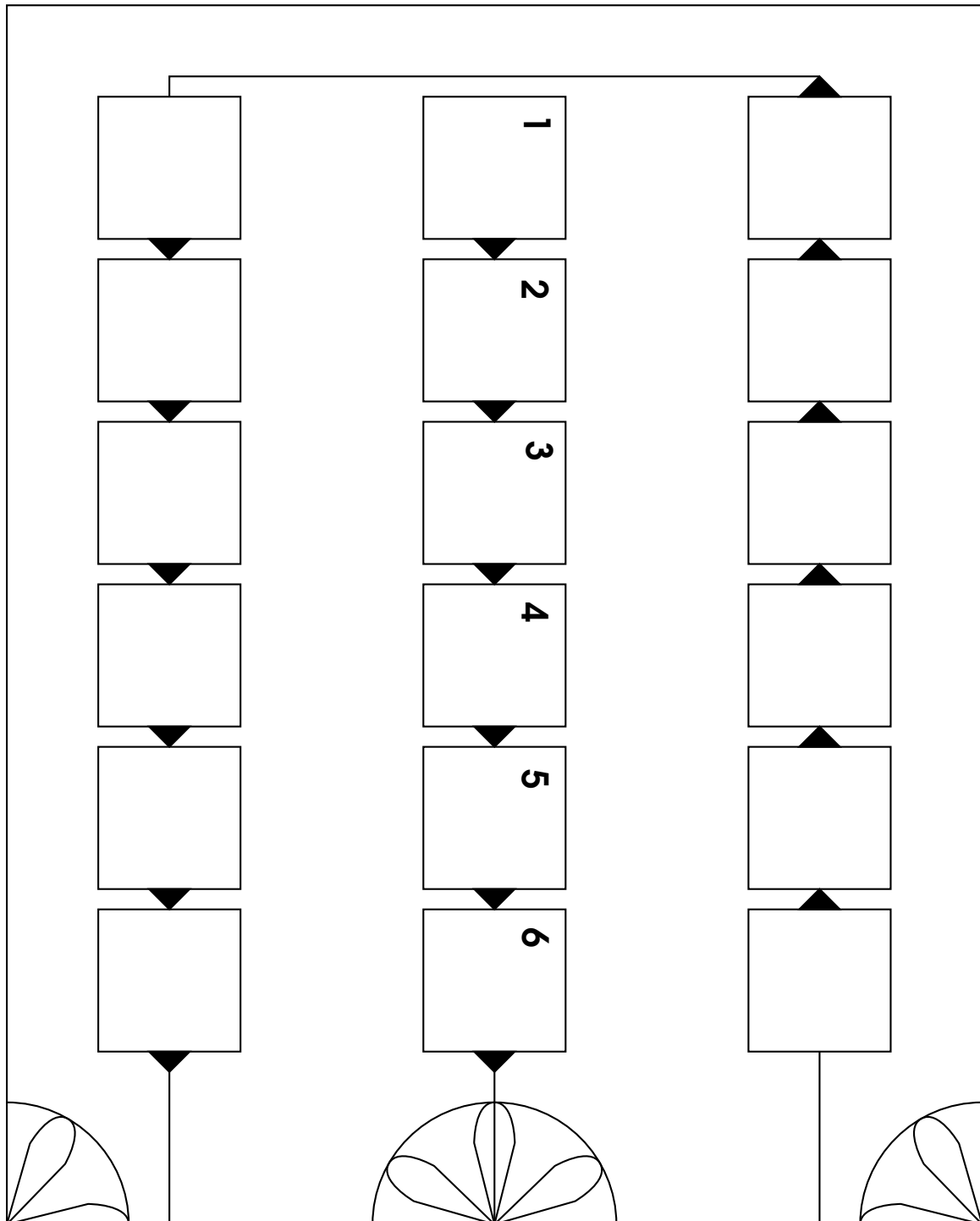
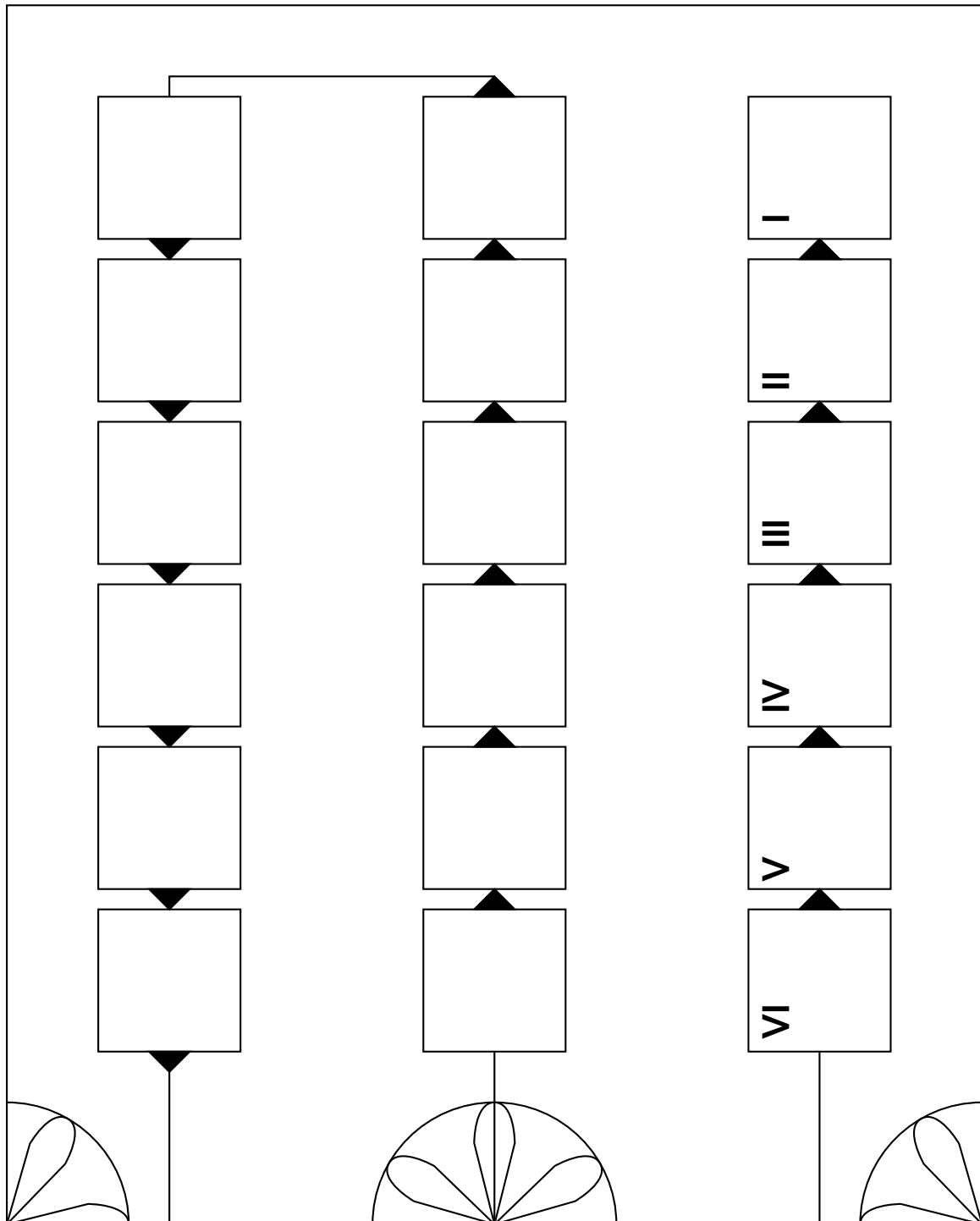


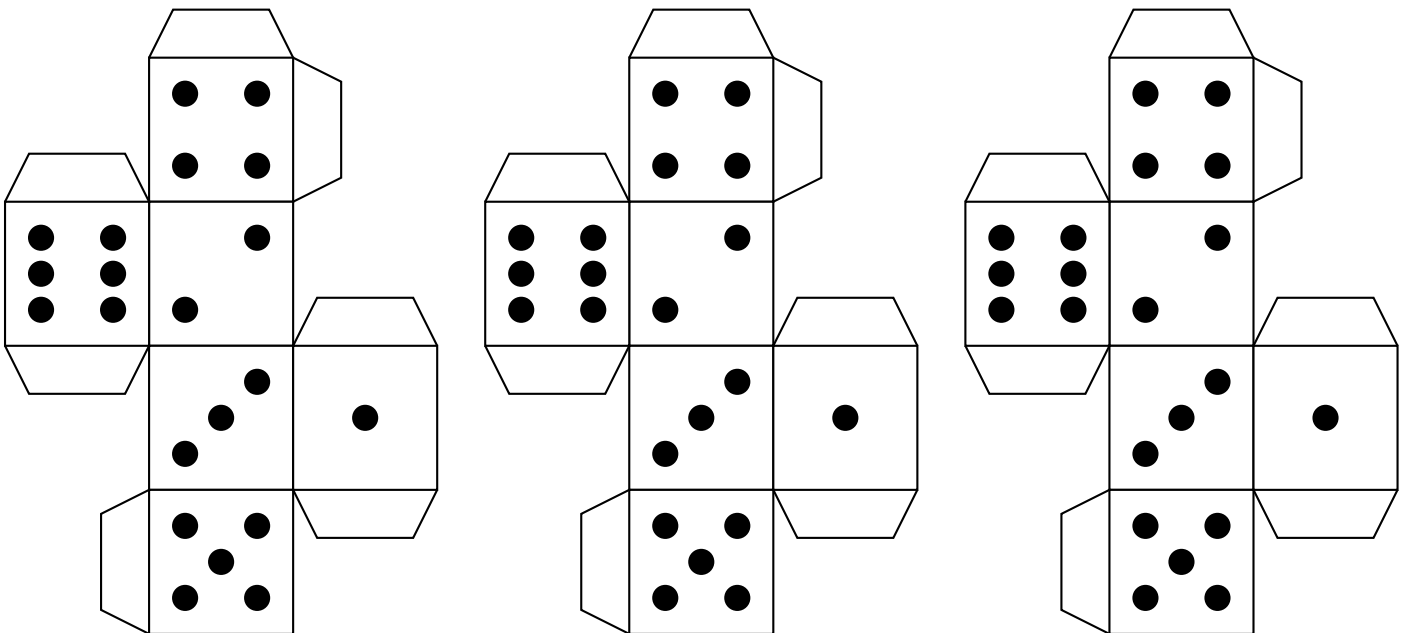
LUDUS DUODECIM SCRIPTORUM



LUDUS DUODECIM SCRIPTORUM



LUDUS DUODECIM SCRIPTORUM





ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, six A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheet onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.
3. Cut out the board sections and individual pieces.

You may want to apply more glue if the paper is coming loose around the edges.

4. Fold the dice and glue them together. Alternatively it would probably be better to find pre-made, standard 6-sided dice for this game.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the outer corners to prevent scratching.

SUGGESTED RULES FOR LUDUS DUODECIM SCRIPTORUM

To begin: Each player's 15 pieces start off the board. Players decide at random or by agreement who begins.

Movement: a player begins his turn by throwing the three dice. The player can take the numbers in any order, and with each, (i) enter a piece awaiting entry onto square 1-6, (ii) move a piece along the course by the appropriate number of points, or (iii) once all a player's pieces are on points I-IV, remove a piece from the appropriate point, or (iv) if a piece has been captured (see below) it must be re-entered as per (i) above before any other piece is played.

Pieces of the same colour may be stacked upon a point, to an unlimited height. A piece may land on a point if two or more enemy pieces are already there.

Capture: a piece sitting alone on a point is captured if an opponent's piece lands on that point. The captured piece is removed, and must re-enter as described in (iv) above.

Ending the game: the game is finished when one of the players has borne all fifteen of his or her pieces off the board. That player is declared the winner.